

WHAT IS CLAIMED IS:

- 1 1. A method, comprising:
2 determining that a display unit is to be in an off state; and
3 arranging for an opaque graphical user interface window to be created in response
4 to the determination.

- 1 2. The method of claim 1, wherein the opaque window occupies substantially all
2 of a graphical user interface area.

- 1 3. The method of claim 1, wherein a plurality of windows may co-exist in the
2 graphical user interface and the opaque window is created such that it would be displayed
3 on top of other windows.

- 1 4. The method of claim 1, wherein the off state is associated with a system's low-
2 power state.

- 1 5. The method of claim 1, wherein said determining comprises:
2 receiving from a user a request to turn off the display unit.

- 1 6. The method of claim 1, wherein said determining is based on a period of
2 relative inactivity.

1 7. The method of claim 1, further comprising:
2 determining that the display unit is to be in an on state; and
3 arranging for the opaque window to be removed.

1 8. The method of claim 1, wherein the display unit is associated with at least one
2 of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server,
3 (v) a set top box, and (vi) a game system.

1 9. The method of claim 1, wherein at least one of said determining and said
2 arranging is associated with at least one of: (i) a software application, (ii) a hardware
3 device, (iii) an operating system, (iv) a driver, and (v) a basic input/output system.

1 10. An apparatus, comprising:
2 an input to receive an indication that a display unit is to be in an off state; and
3 a device to arrange for an opaque graphical user interface window to be created in
4 response to the indication.

1 11. The apparatus of claim 10, wherein the opaque window occupies
2 substantially all of a graphical user interface area.

1 12. The apparatus of claim 10, wherein a plurality of windows may co-exist in
2 the graphical user interface and the opaque window is created such that it would be
3 displayed on top of other windows.

1 13. The apparatus of claim 10, wherein the off state is associated with a system's
2 low-power state.

1 14. The apparatus of claim 10, further comprising:
2 wherein the device is to further arrange for the opaque window to be removed
3 when the display unit is to be in an on state.

1 15. The apparatus of claim 10, wherein the device is associated with at least one
2 of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server,
3 (v) a set top box, and (vi) a game system.

1 16. An apparatus, comprising:
2 a storage medium having stored thereon instructions that when executed by a
3 machine result in the following:
4 determining that a display unit is to be in an off state, and
5 arranging for an opaque graphical user interface window to be created in
6 response to the determination.

1 17. The apparatus of claim 16, wherein the opaque window occupies
2 substantially all of a graphical user interface area.

1 18. The apparatus of claim 16, wherein a plurality of windows may co-exist in
2 the graphical user interface and the opaque window is created such that it would be
3 displayed on top of other windows.

1 19. The apparatus of claim 16, wherein the off state is associated with a system's
2 low-power state.

1 20. The apparatus of claim 16, wherein said determining comprises:
2 receiving from a user a request to turn off the display unit.

1 21. The apparatus of claim 16, wherein execution of the instructions further result
2 in the following:
3 determining that the display unit is to be in an on state; and
4 arranging for the opaque window to be removed.

1 22. The apparatus of claim 16, wherein the display unit is associated with at least
2 one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a
3 server, (v) a set top box, and (vi) a game system.

1 23. The apparatus of claim 16, wherein at least one of said determining and said
2 arranging is associated with at least one of: (i) a software application, (ii) a hardware
3 device, (iii) an operating system, (iv) a driver, and (v) a basic input/output system.

1 24. A computer system, comprising:
2 a random access memory unit to store graphical information;
3 a processor to execute an operating system associated with graphical user
4 interface windows, wherein an opaque window is created in response to a determination
5 that a display unit is to be in an off state.

1 25. The computer system of claim 24, wherein the opaque window occupies
2 substantially all of a graphical user interface area.

1 26. The computer system of claim 24, wherein a plurality of windows may co-
2 exist in the graphical user interface and the opaque window is created such that it would
3 be displayed on top of other windows.